

A Call to Minimize Distraction & Respect Users' Attention

By a concerned PM & entrepreneur

go/distraction



I'm concerned about how we're making the world more distracted



And my goal with this presentation is to create a movement at Google...

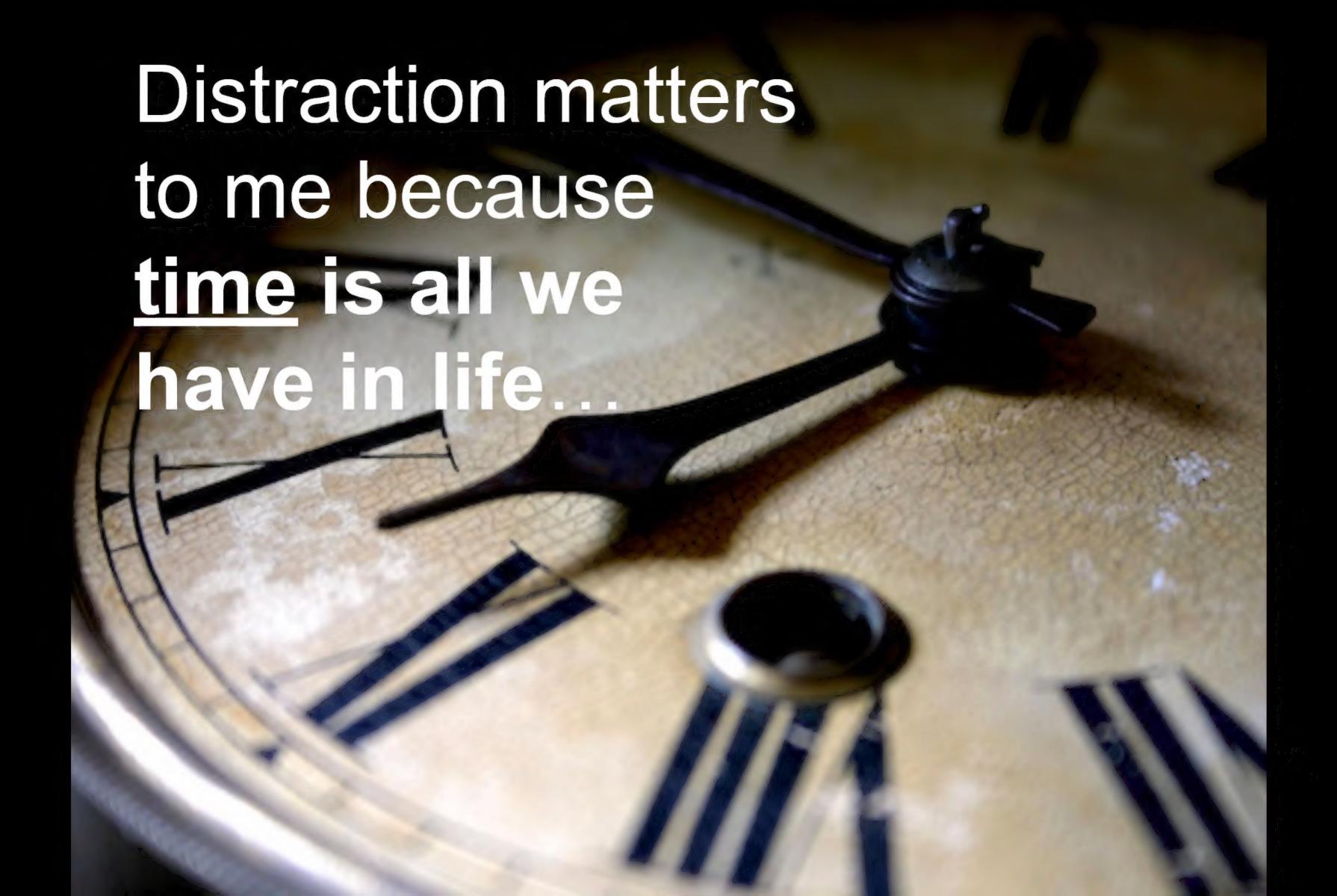


... to create a new design ethic that aims to minimize distraction



and I'd like to get your help.

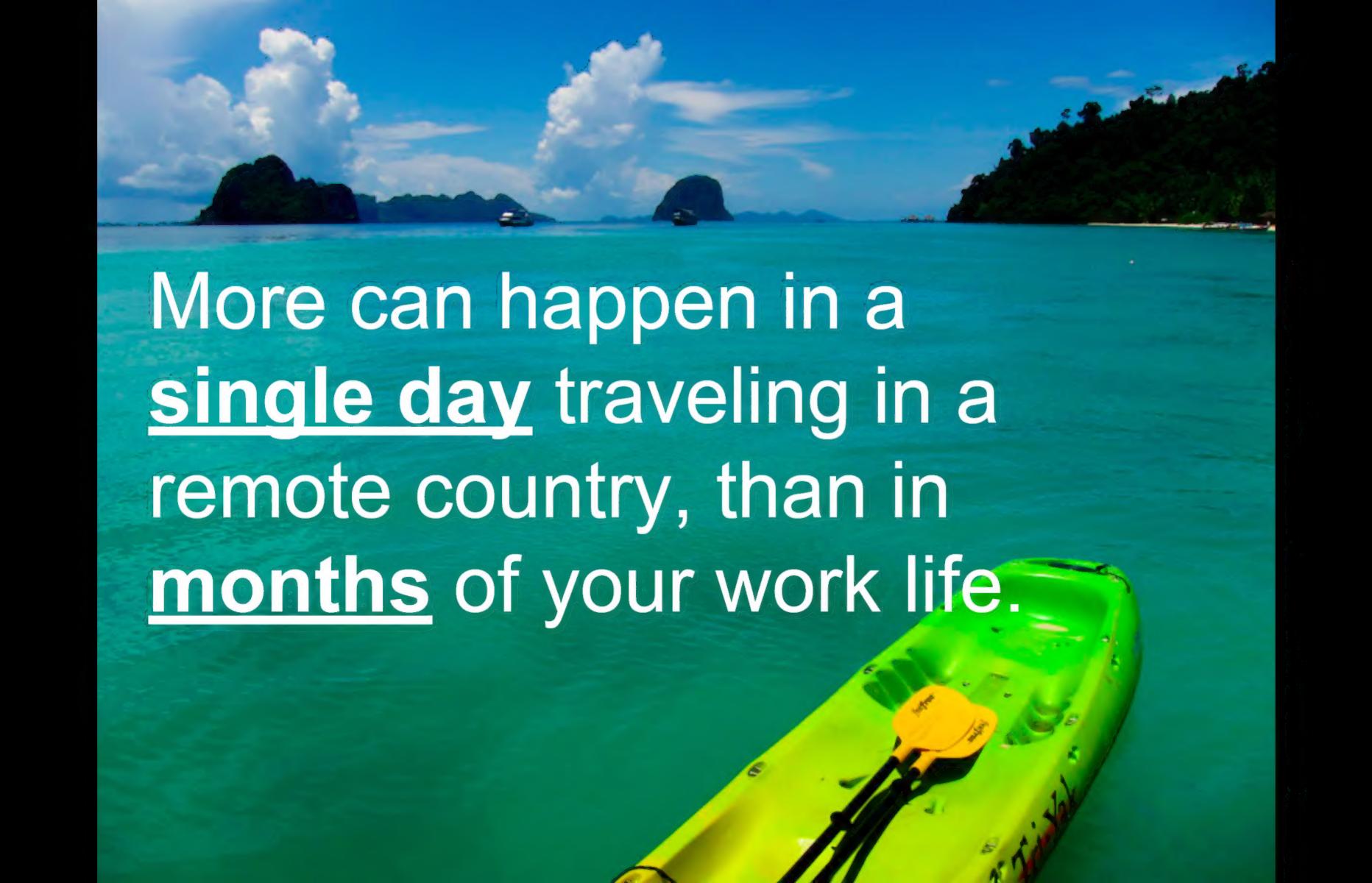








You've experienced this before...





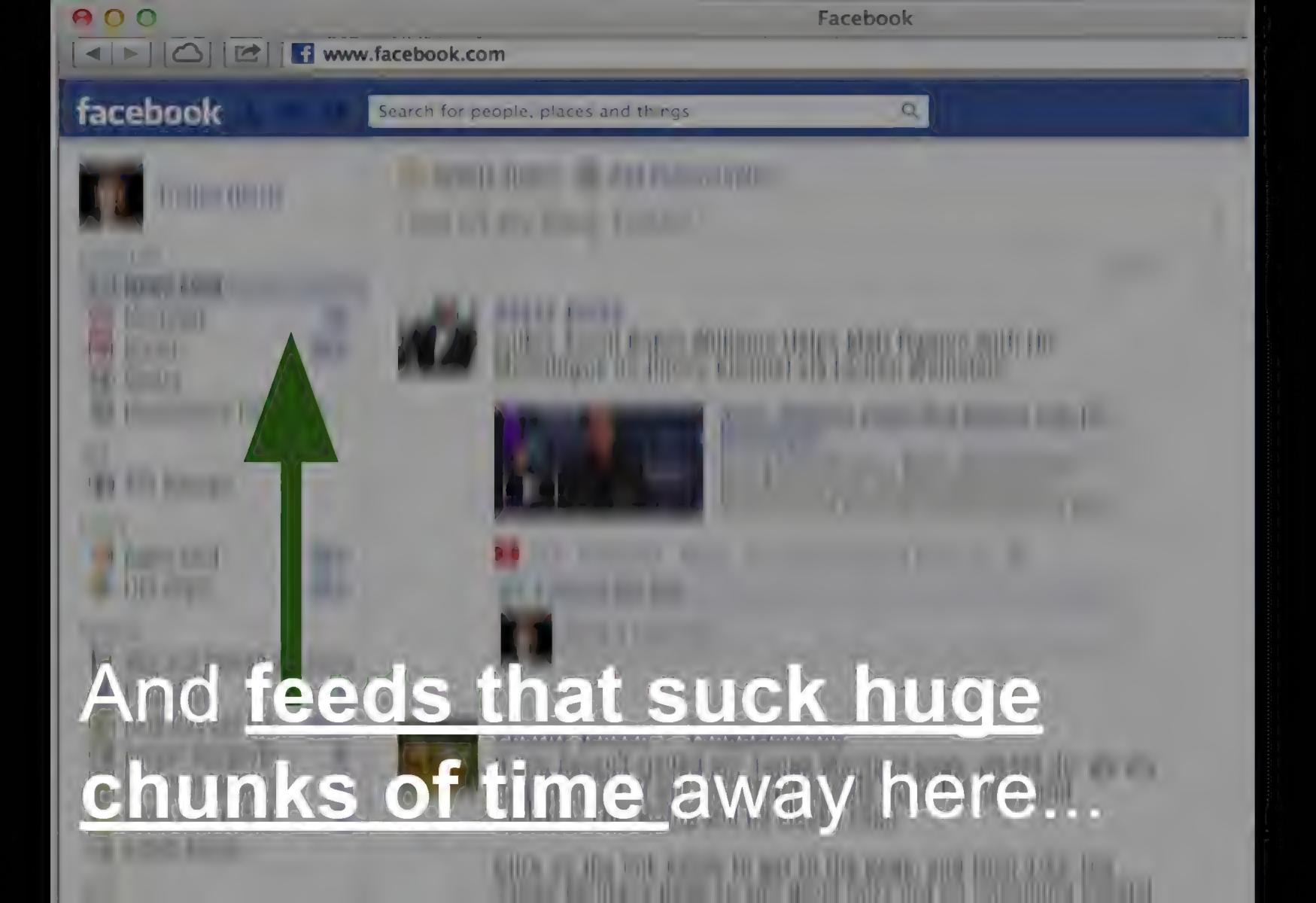




SEARCH THE WEB

Show search options Create all ter

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Technology companies profoundly influence where all this attention goes...





Never before in history...



...have the decisions of a handful of designers...



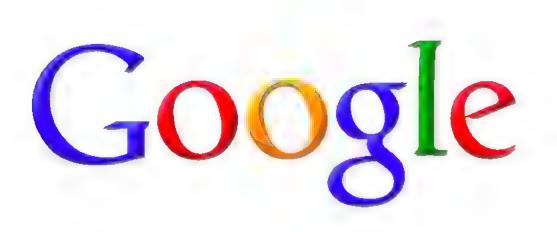


(mostly men, white, living in SF, aged 25-35)





... working at 3 companies ...









had



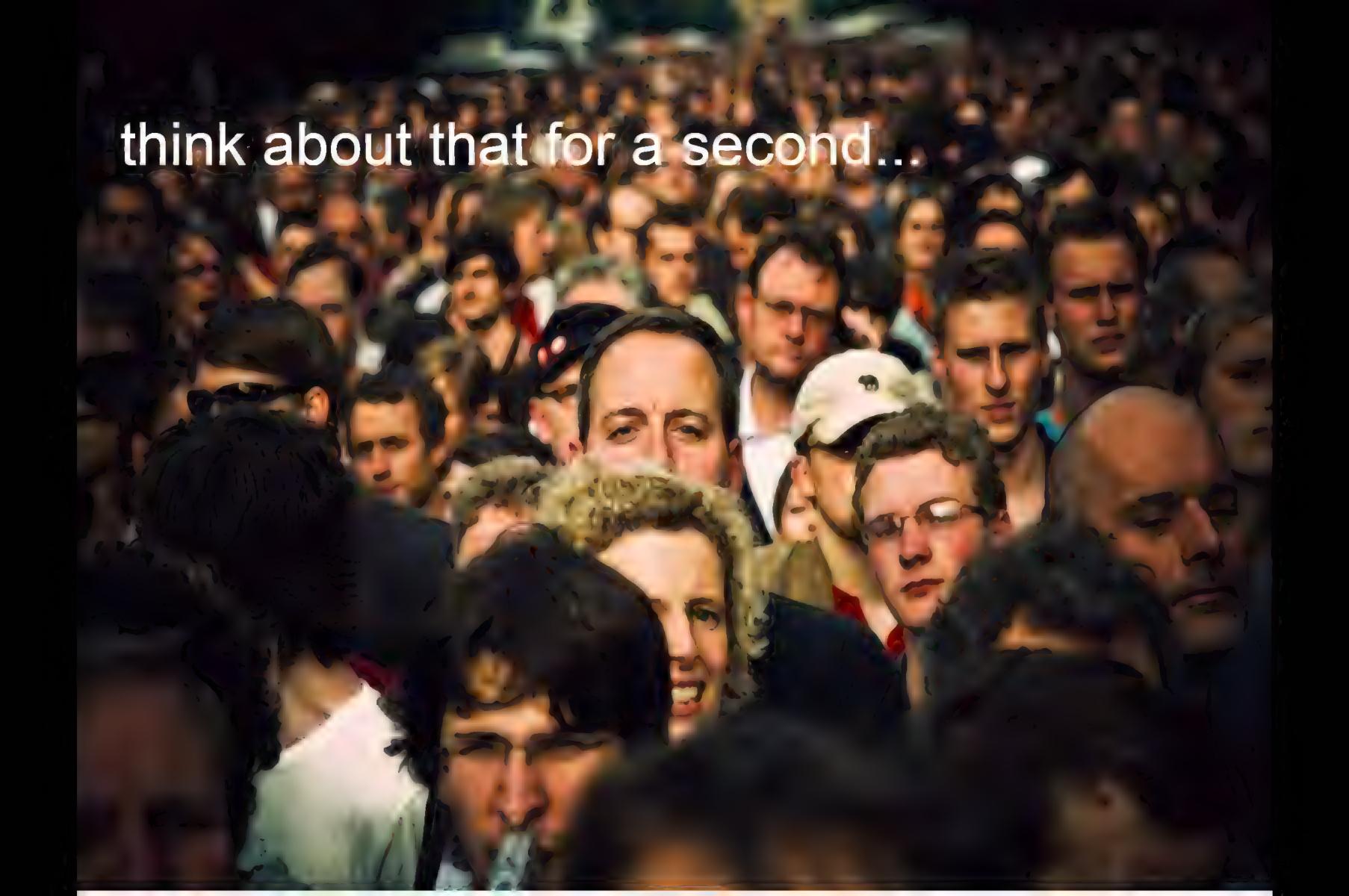
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much



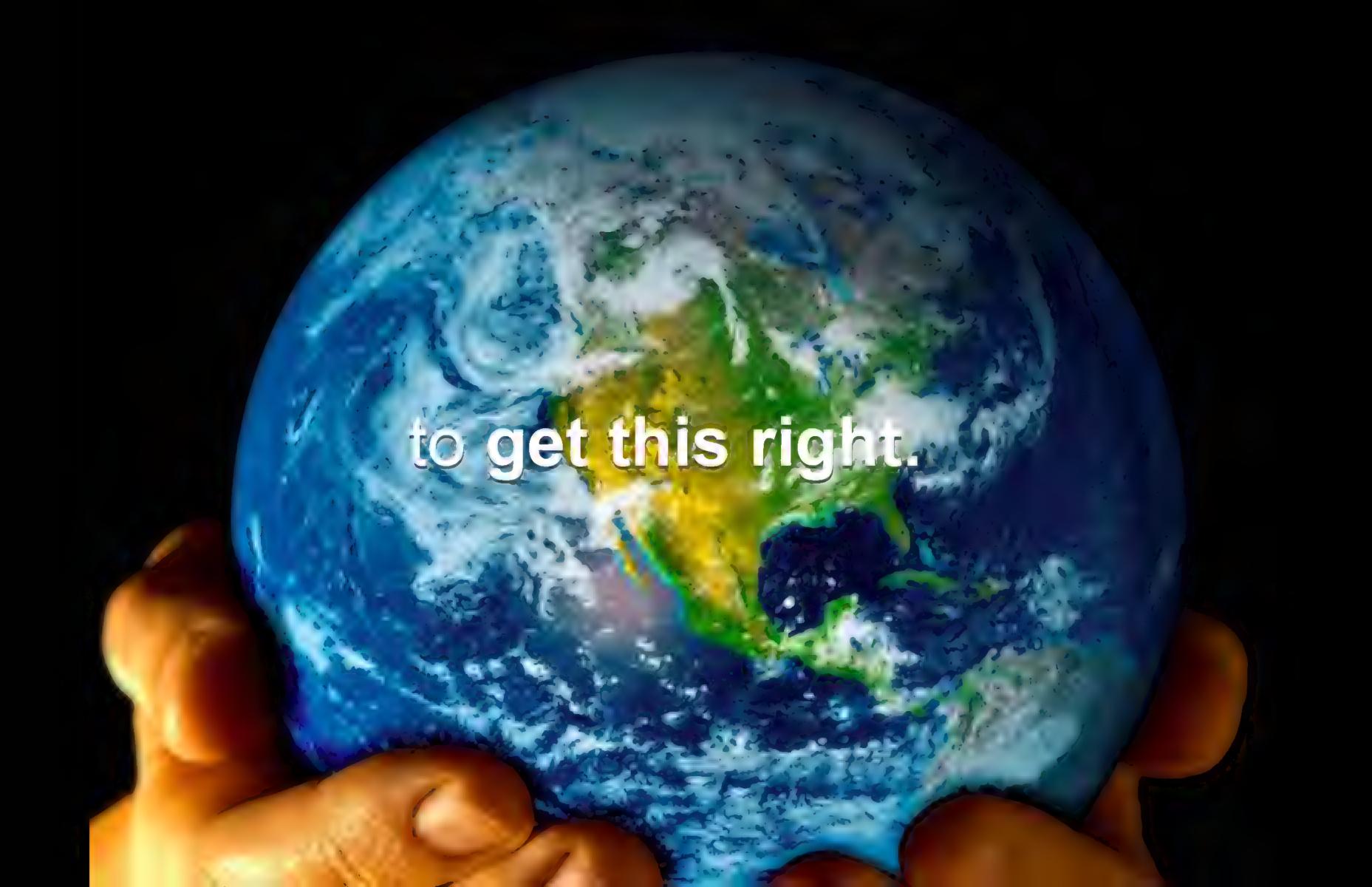






We should feel...







The Washington Post

In the News

Michelle Obama

Inaugural balls Beyonce lip sync Sean Payton Texas shooting

washingtonpost.com > Metro

28 percent of accidents involve talking, texting on cellphones

By Ashley Halsey III Washington Post Staff Writer Wednesday, January 13, 2010

Twenty-eight percent of traffic accidents occur when people talk on cellphones or send text messages while driving, according to a study released Tuesday by the National Safety Council.

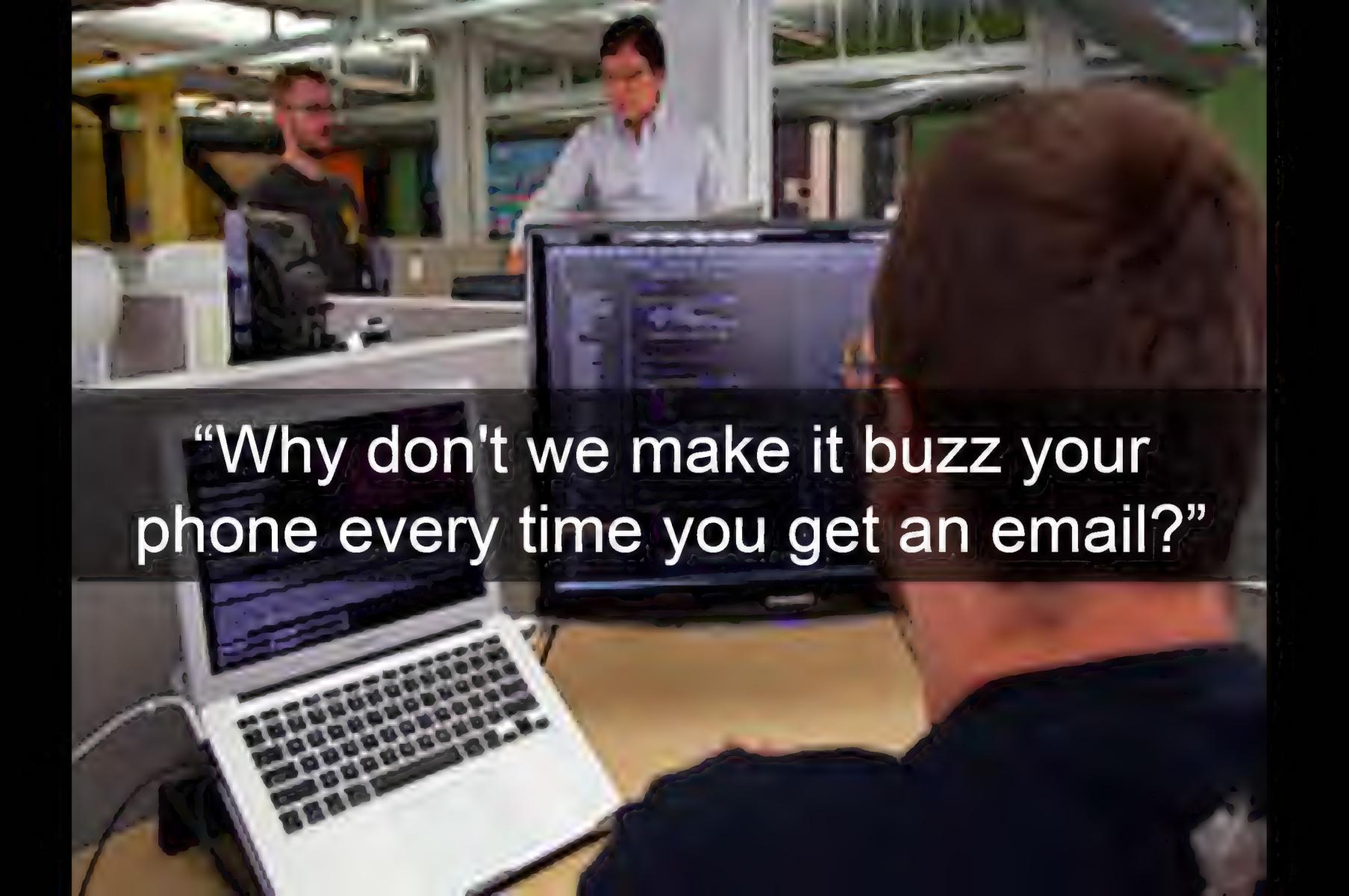
p Network News View More Activity READ MORE

THIS STORY

More drivers texting on Beltway, study



We need to be more rigorous about these questions than...





Now, you might be saying...



Wait a sec, don't users make their own choices here?



Not always...



1. We need to acknowledge that humans have certain vulnerabilities...





2. Those <u>vulnerabilities can be</u> <u>amplified and exploited...</u>







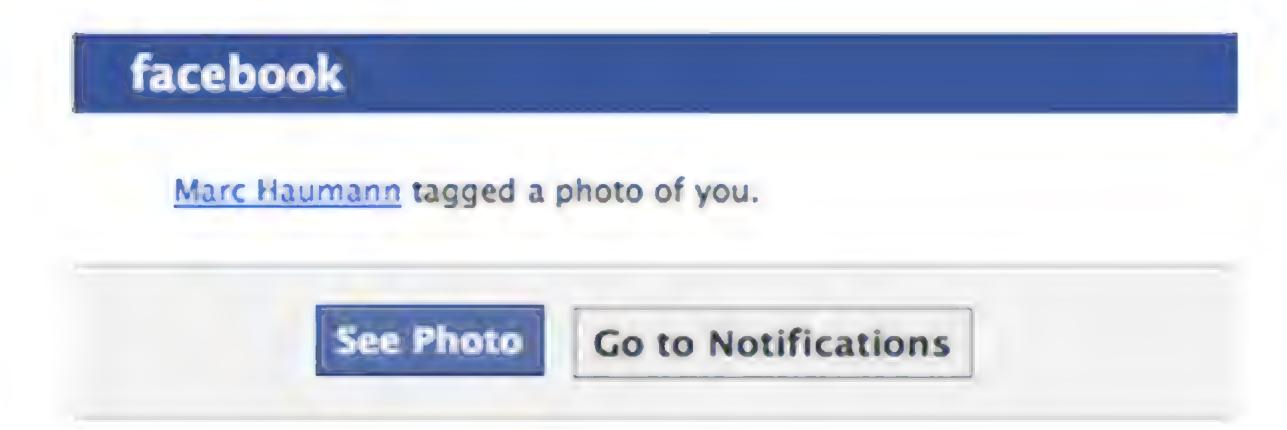


Every day, those vulnerabilities make us act against our better judgement...



Vulnerability #1: Bad Forecasting (aka "That won't take long")







what question are we really being asked?





"Want to see this photo of you?"



or more like...





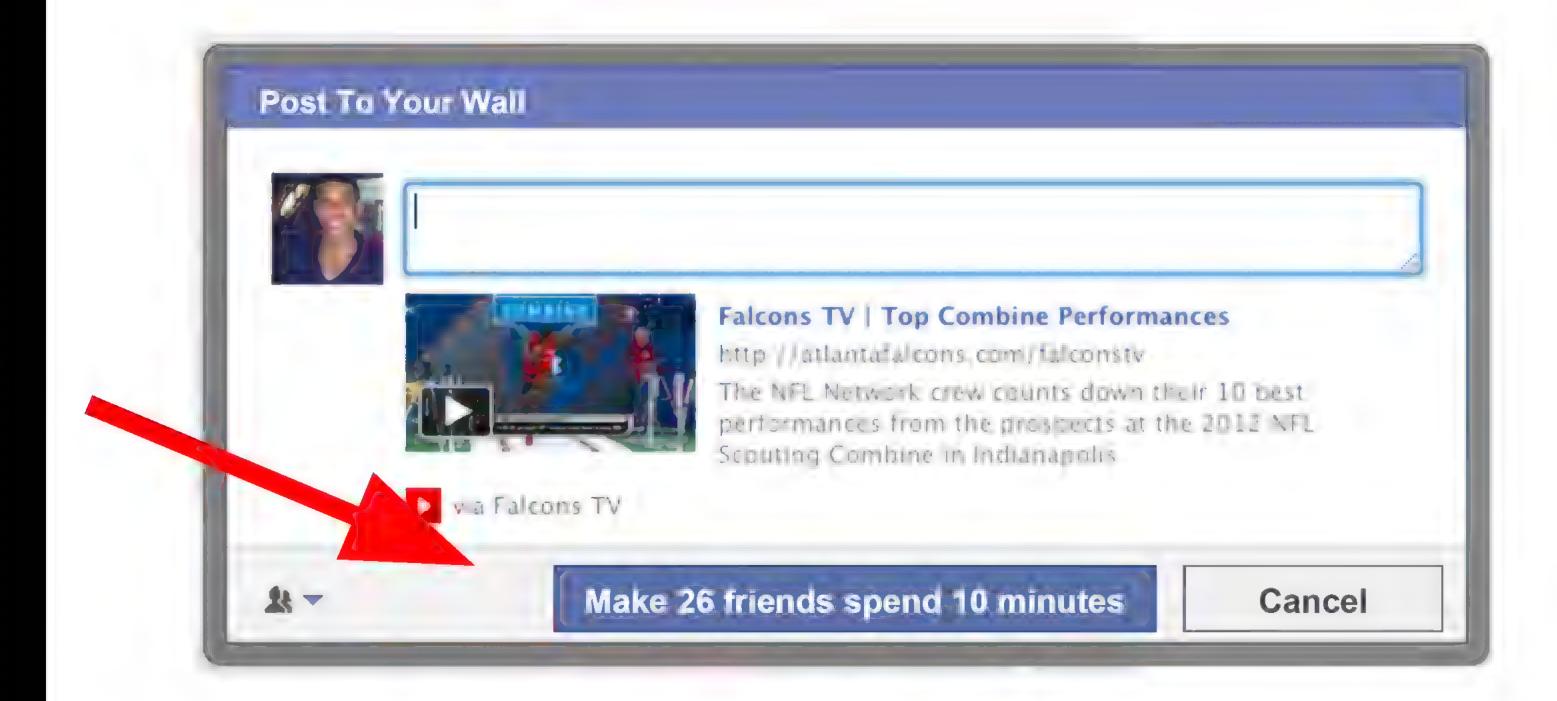
"Do you want to interrupt what you're doing and spend next 20 minutes on Facebook?"





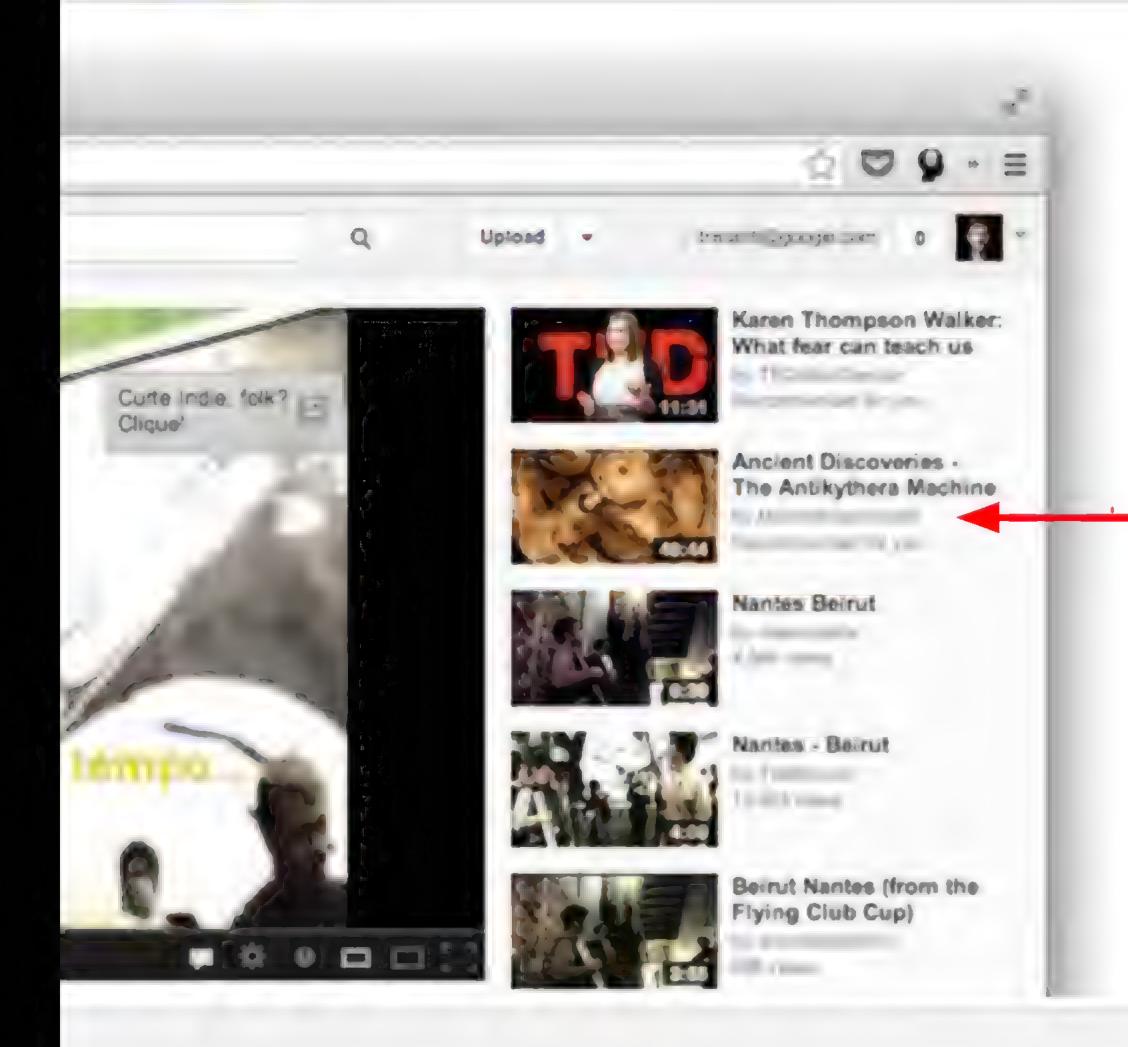
"Share this article?"





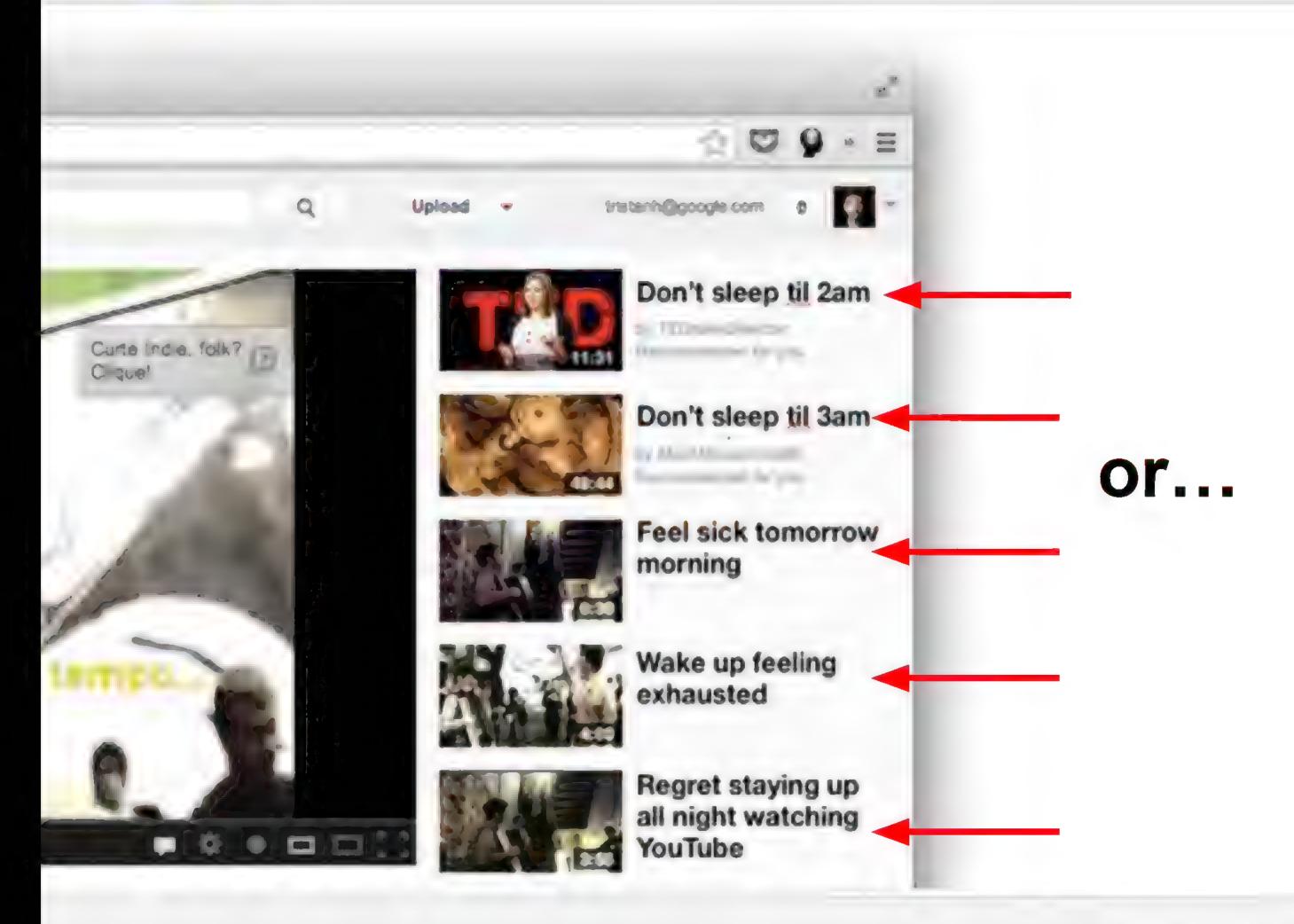
"Make ~26 friends spend 10 minutes reading this?"

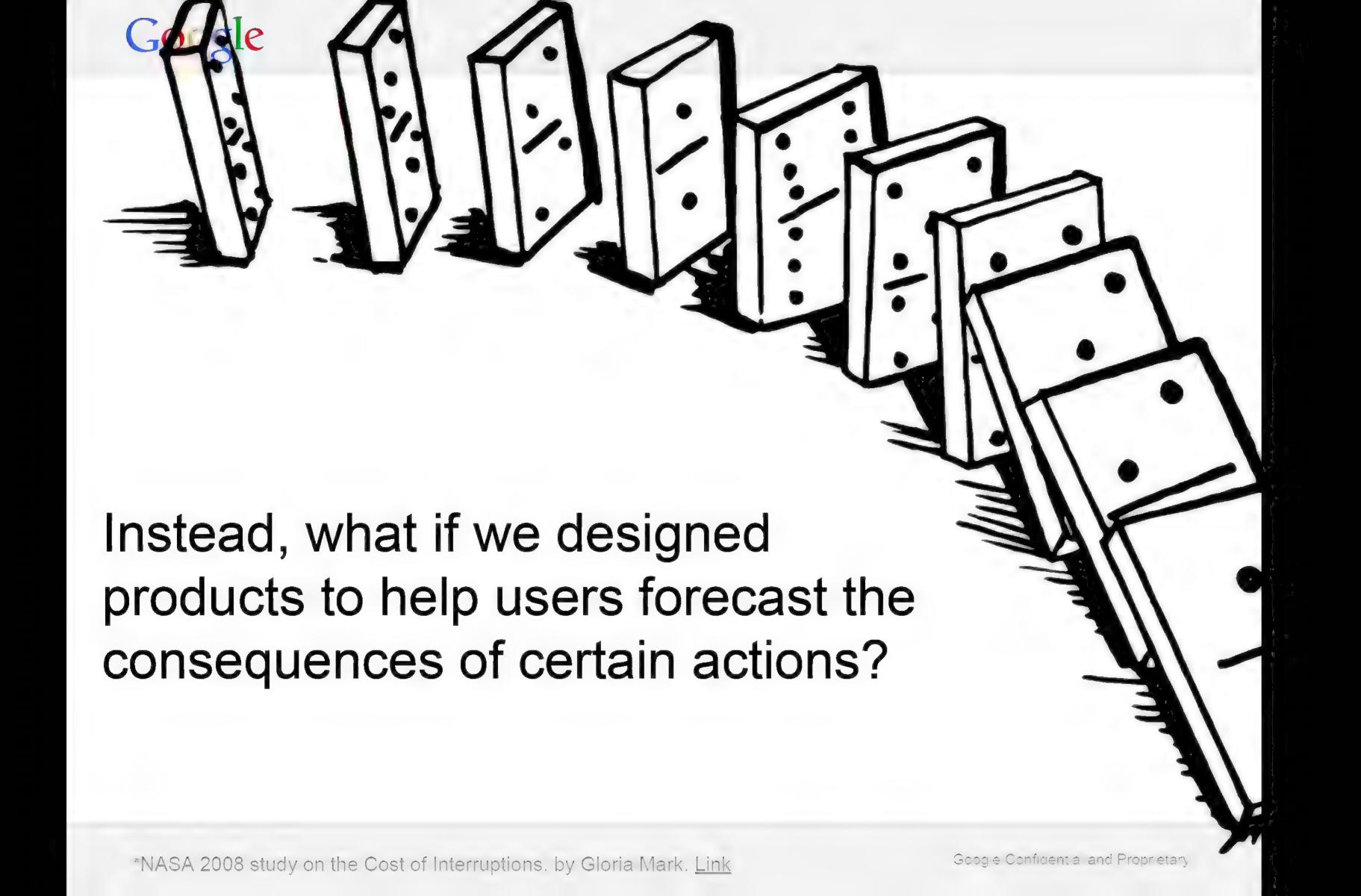




Watch a related video?







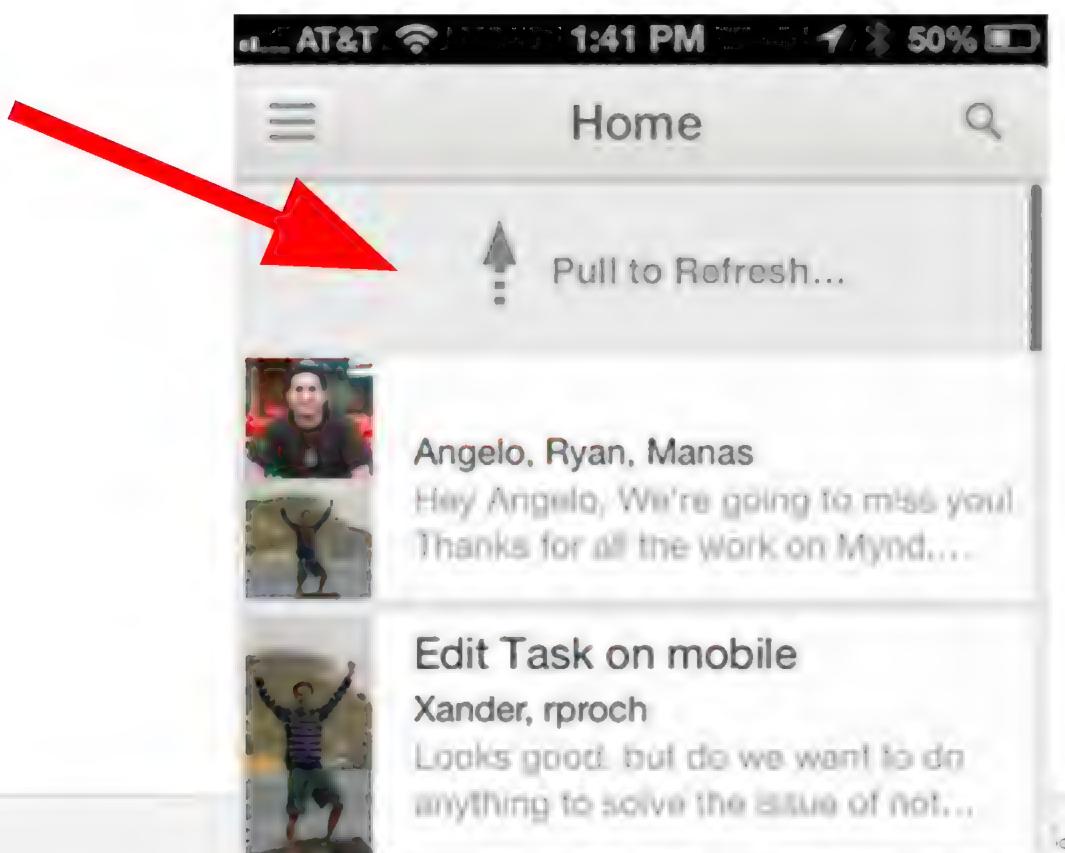


Vulnerability #2: Intermittent variable rewards (aka Slot Machines)





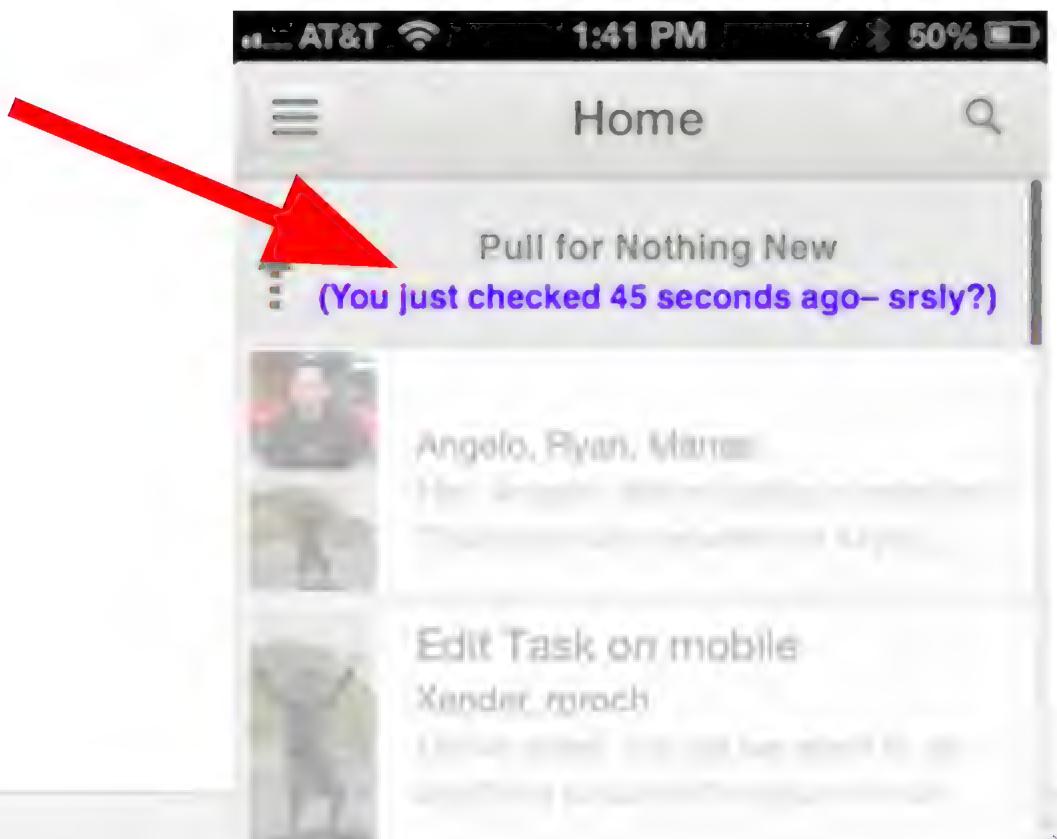
are we deciding to pull for new email?



og e Confident a and Proprietary



... or do we do it to feel the intermittent rewards?



bogle Confident a land Proprietary



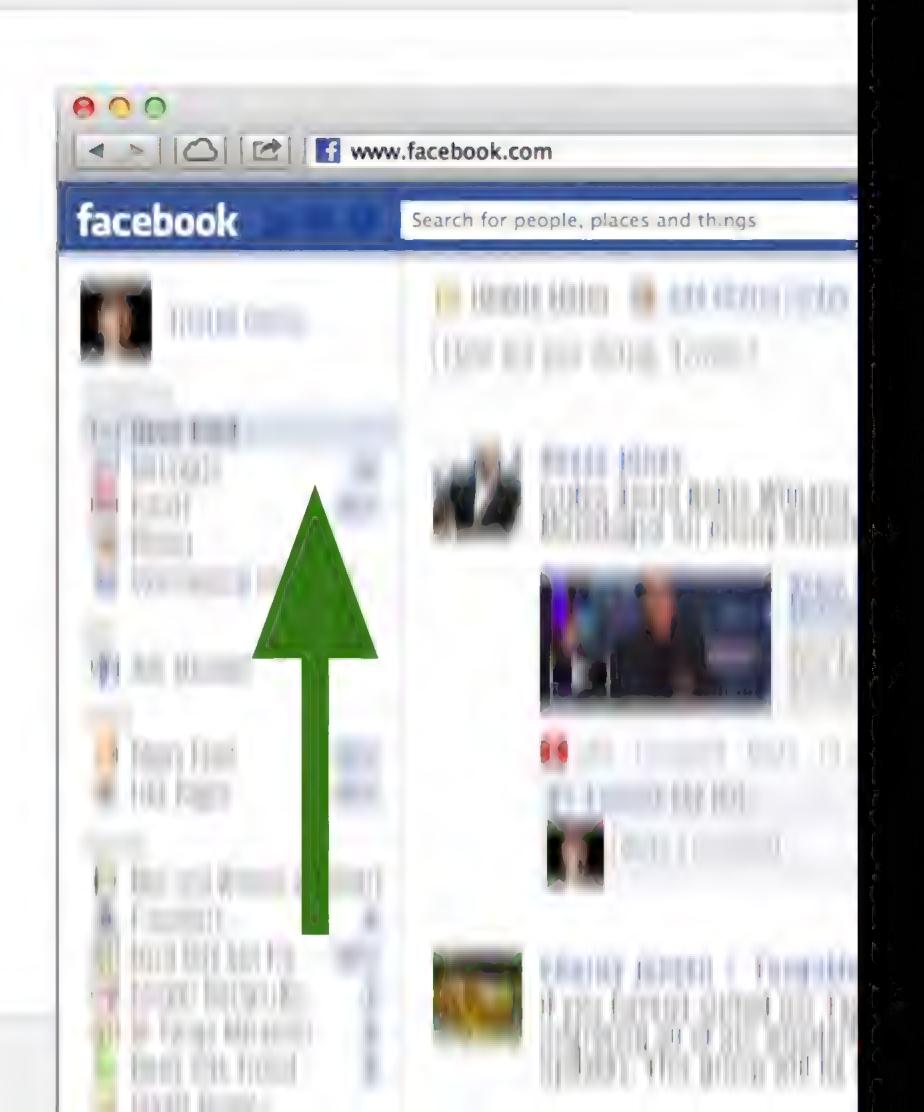
... are we **swiping** two fingers to scroll?





... or playing the slot machines infinite feeds to see what we'll get?







... or playing the slot machines infinite feeds to see what we'll get?

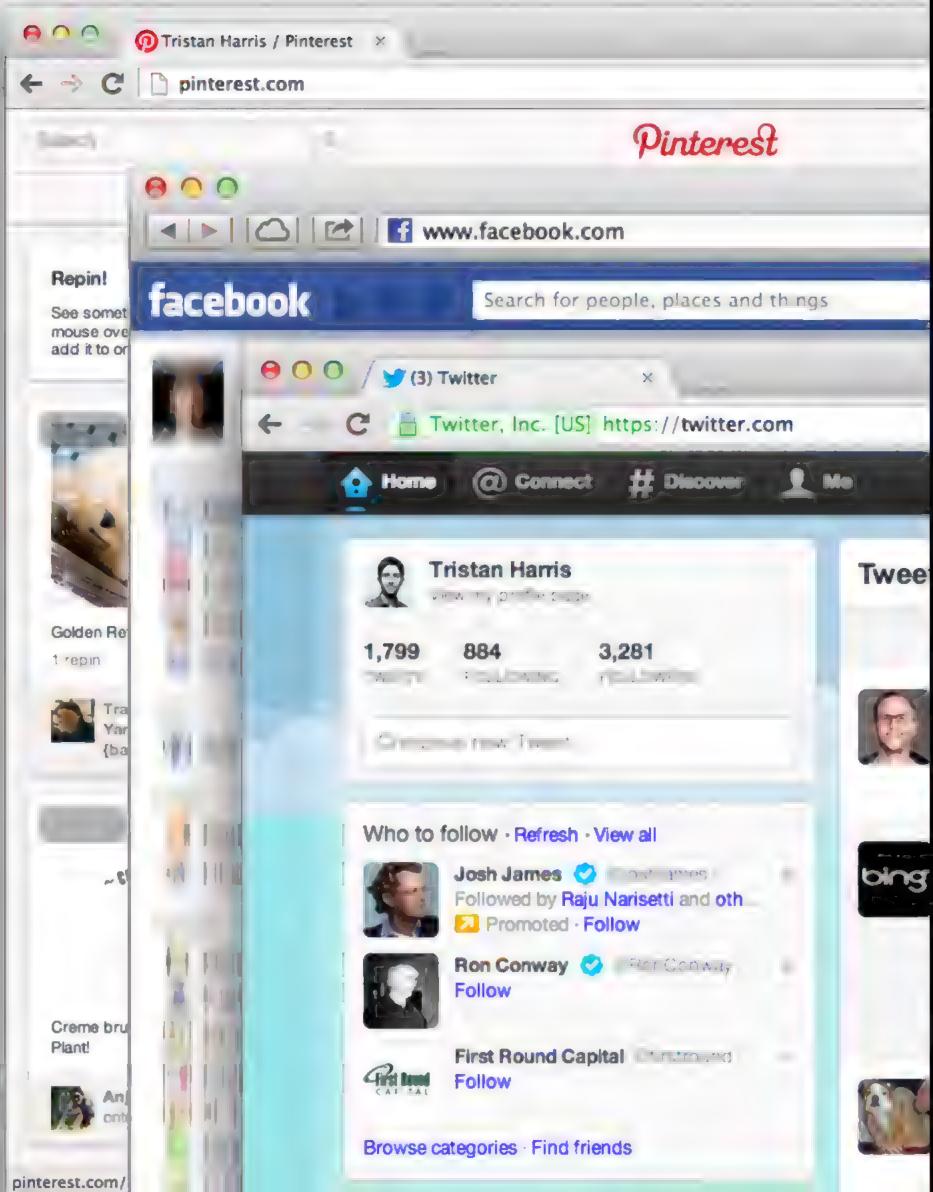






... or playing the slot machines infinite feeds to see what we'll get?











Instead, what if we designed to minimize the presence of intermittent variable rewards, and reduce addictions?



Vulnerability #3: Loss-Aversion (aka Fear of Missing Out)



Suppose we actually wanted to stop checking all this stuff...





so we're forced to live as if every message could be this...







instead of this...









Instead, what if we designed to give users confidence that they could disconnect more often, and not miss something important?



Vulnerability #4: Fast vs. Slow Thinking (aka Mindful vs. Mindless behavior)



Humans make different decisions when we pause and consider, vs. when we react immediately.





When scrolling is frictionless, we don't think before we flick to see what's next...







or when it's
so frictionless,
we don't think
before we grab our
phone after it
buzzes





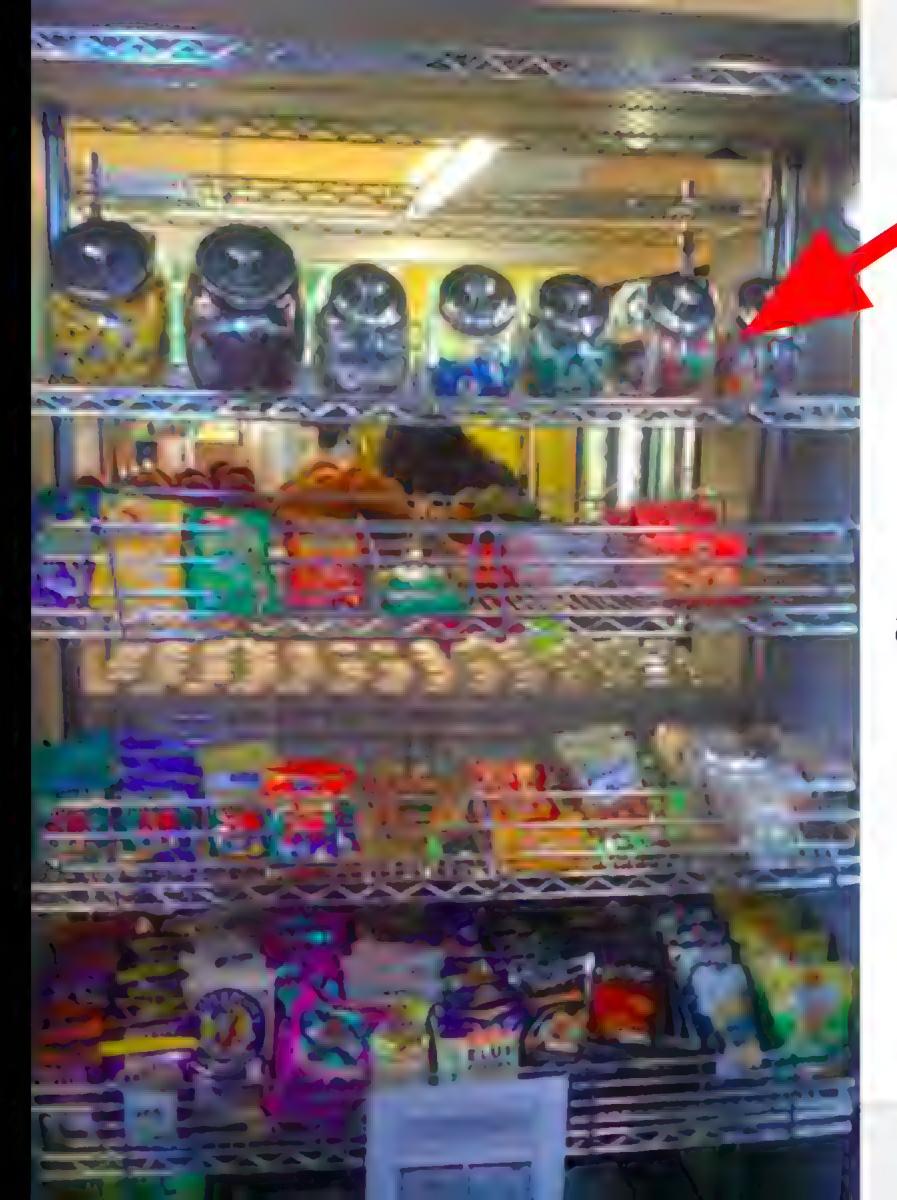


When we lose that moment to consider before acting on our impulses...





Instead, what if we designed to help users be **fast and efficient**, while leaving *enough friction* for users to **pause and consider**?



...just like Google makes unhealthy food available, but puts them inside jars and slightly out of sight



(in other words, behind a speed bump)



Vulnerability #5: Stress & Altered States

(aka "I'm not in the best state of mind to decide...")

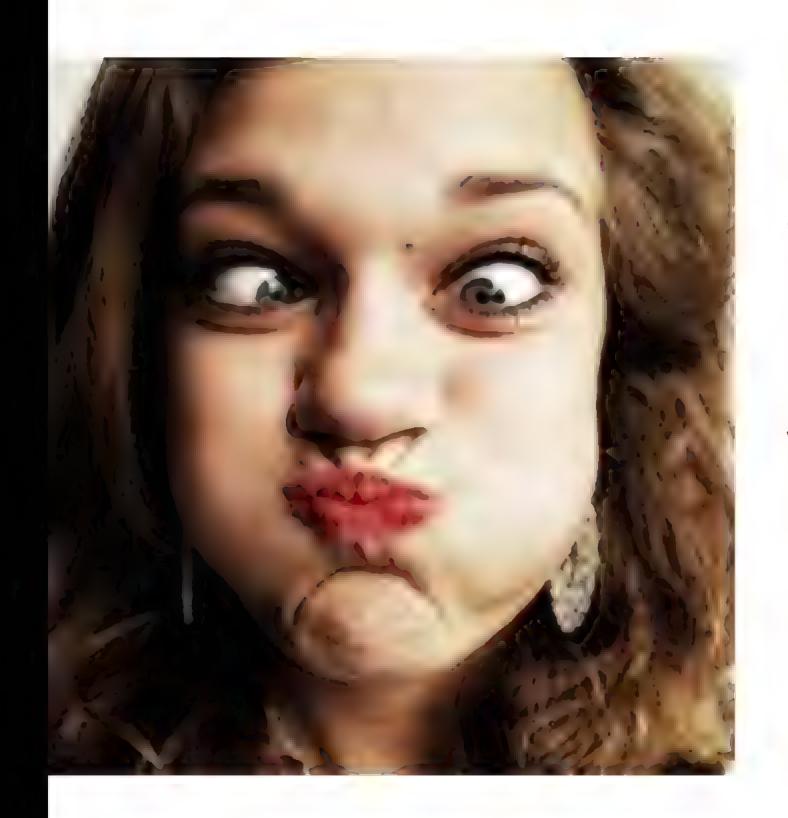


It's not just how technology changes what we do...



It's also how it changes our physiological state...

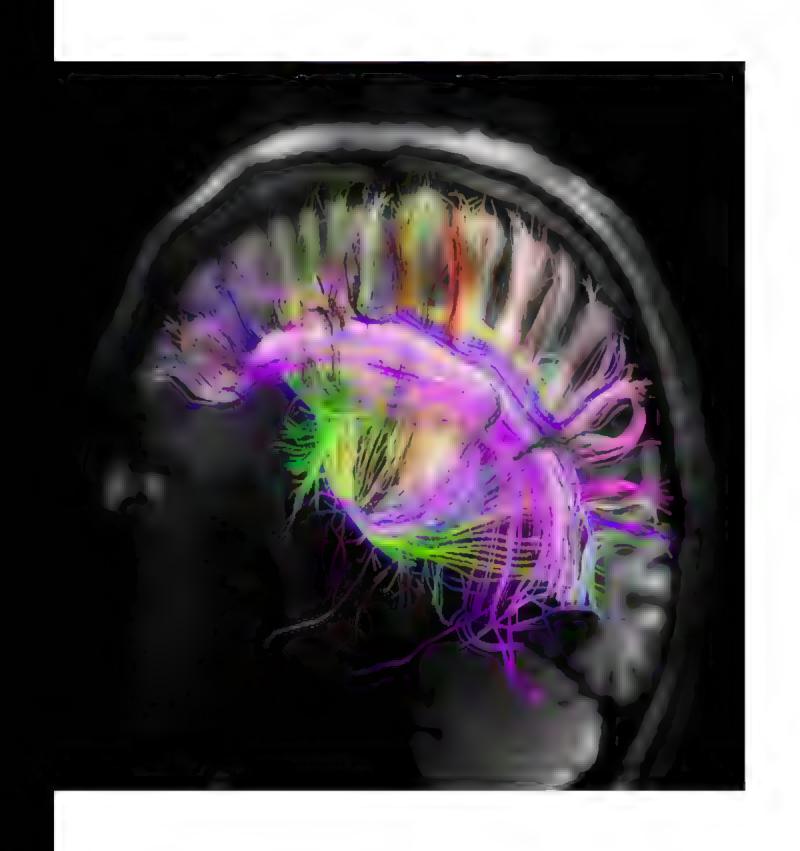




We actually stop breathing when we read our email...

(an effect known as "email apnea")



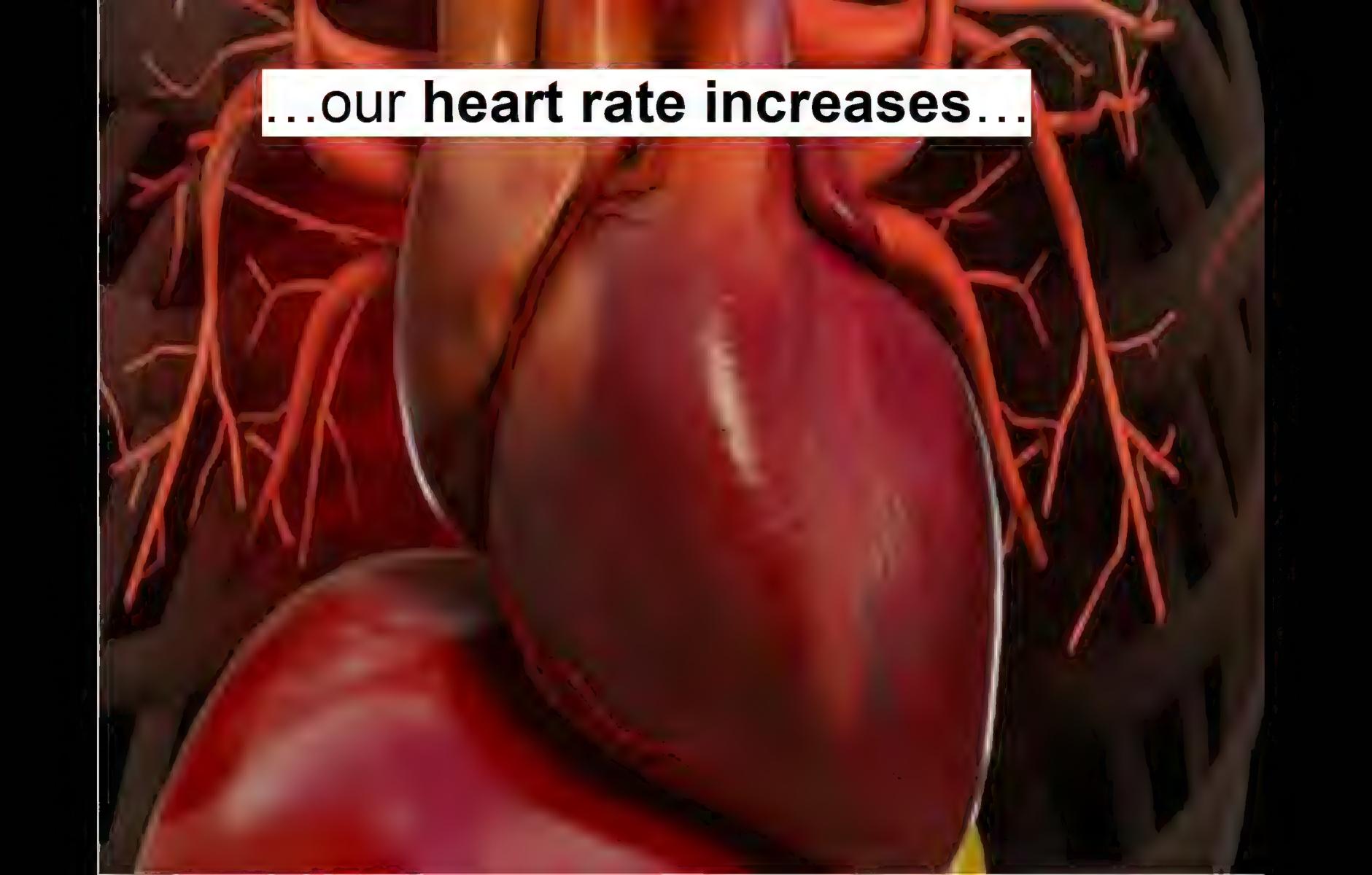


sympathetic nervous system is activated





...causing our liver to dump glucose and cholesterol into our blood...

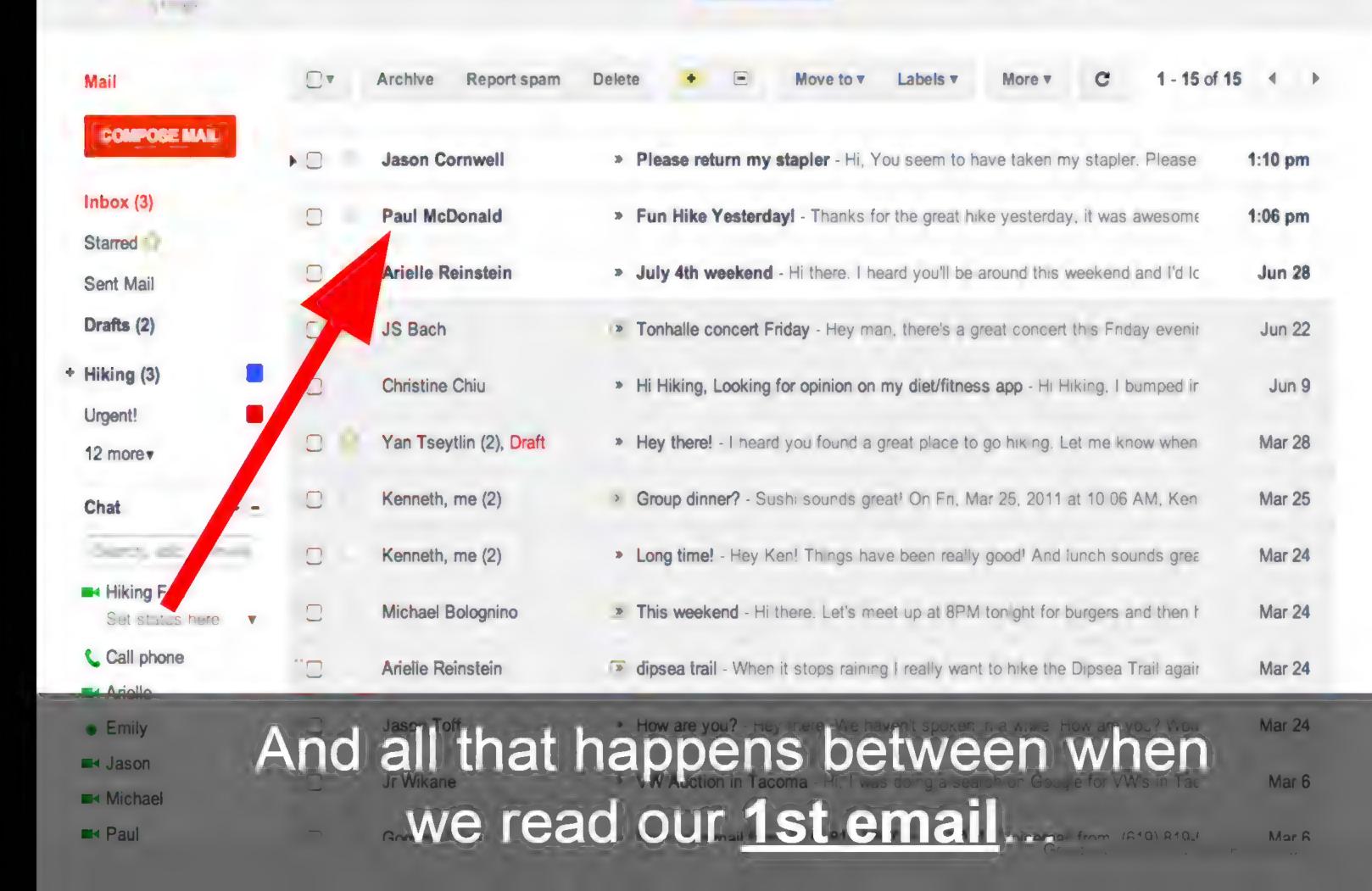






SEARCH THE WEB

Show search options Create a filter





SEARCH MAIL

SEARCH THE WEB

Mail	Archive Report spam	Delete	5 4 >
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Set status here	Michael Bolognino	> This weekend - Hi there. Let's meet up at 8PM ton ght for burgers and then h	Mar 24
Call phone	Arielle Reinstein	dipsea trail - When it stops raining I really want to hike the Dipsea Trail again	Mar 24
	Jacon Toff	A Manuage word the second of t	

Emily

and when we read our 10th email: Goodle Voice







Do we really know what we're doing to people?



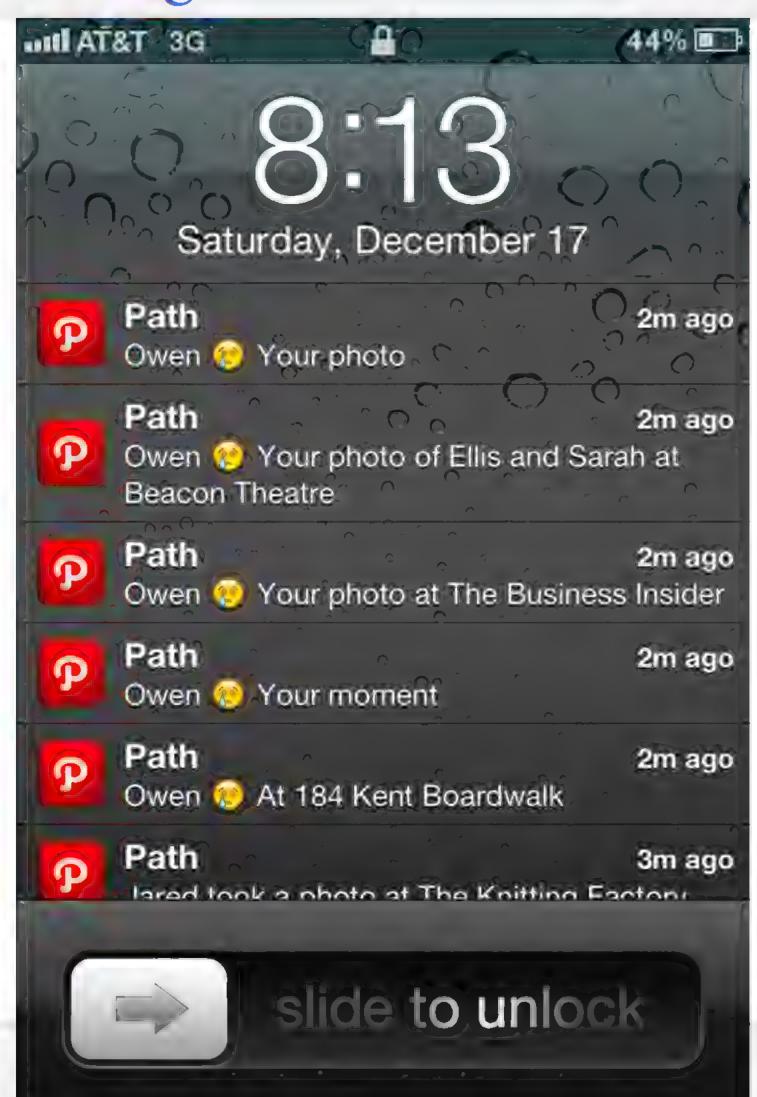
Instead, what if we designed to minimize stress and create calmer states of mind?



The problem is...







arms race that causes companies to find more reasons to steal people's time

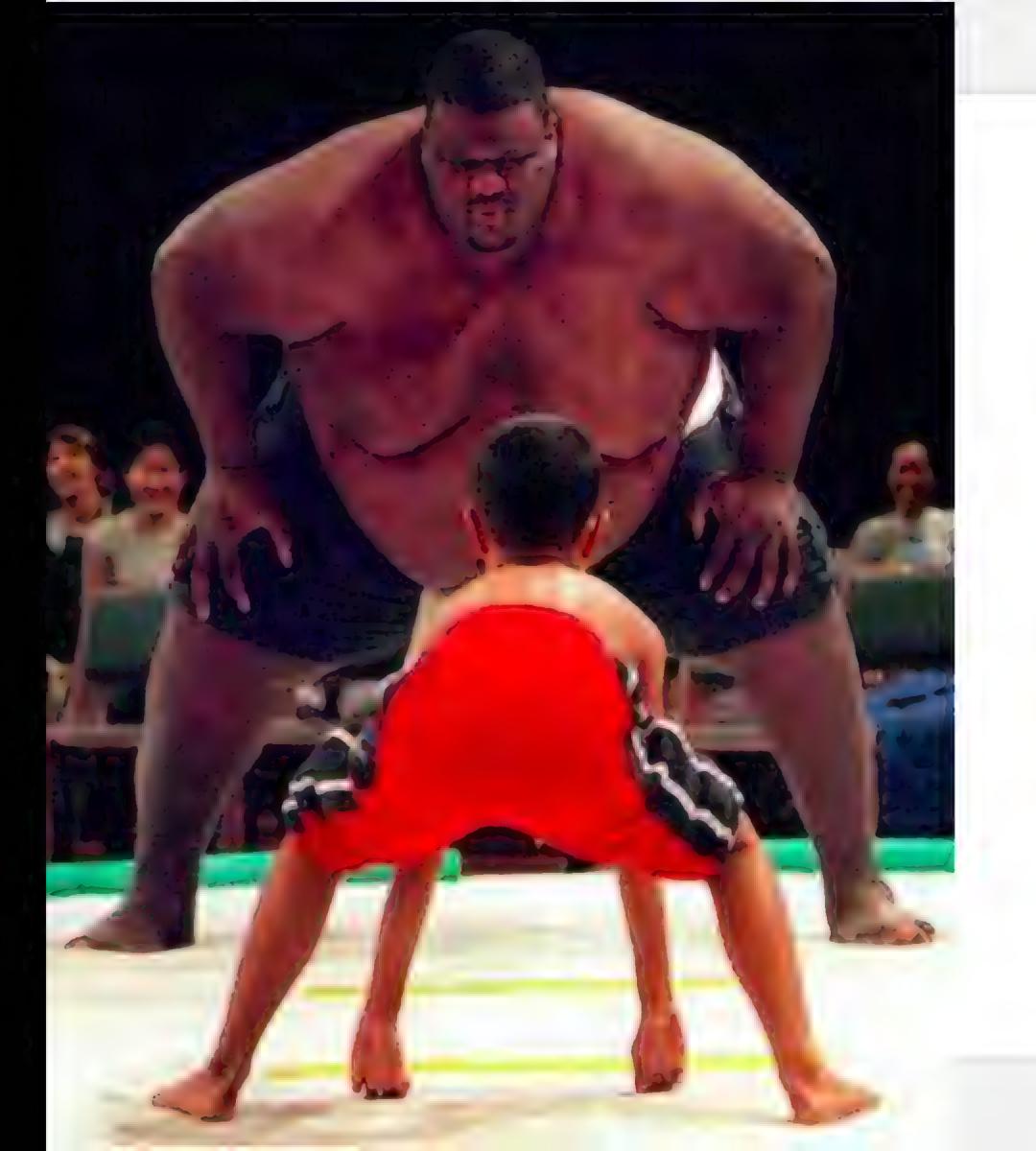




So...



what's the solution to all this?



As a former entrepreneur, I can say that niche startups are too small to tackle this challenge...



Change like this can only happen **top-down**, from large institutions that define the standards for millions of people...



Google



And we're in a great position to do something about all this...





We set the notification standards on >50% of the world's mobile phones...

(4 trillion notifications sent last year on iOS alone)







Millions of knowledge workers spend 1/3rd of their day in our email product.



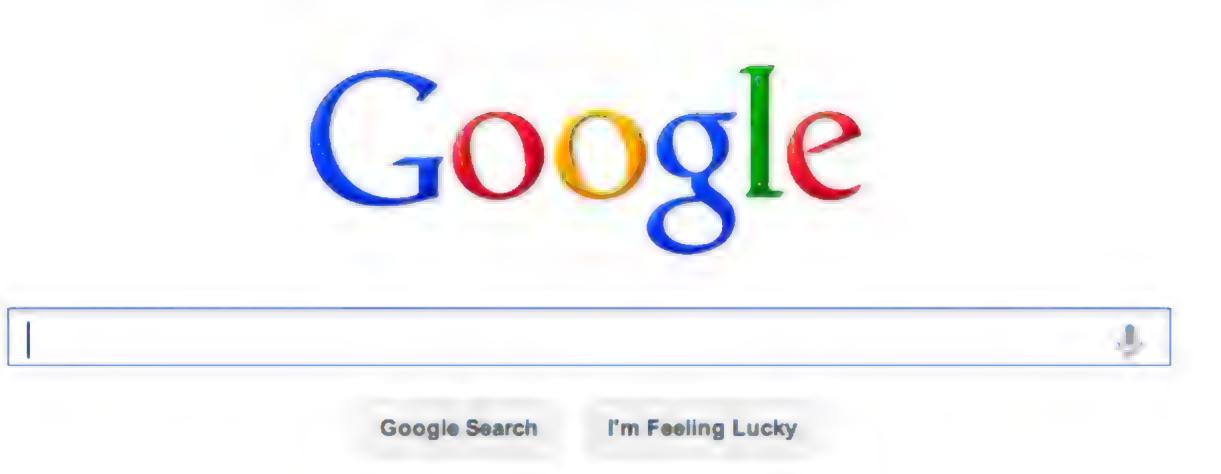


Hundreds of millions of people live in Chrome every day



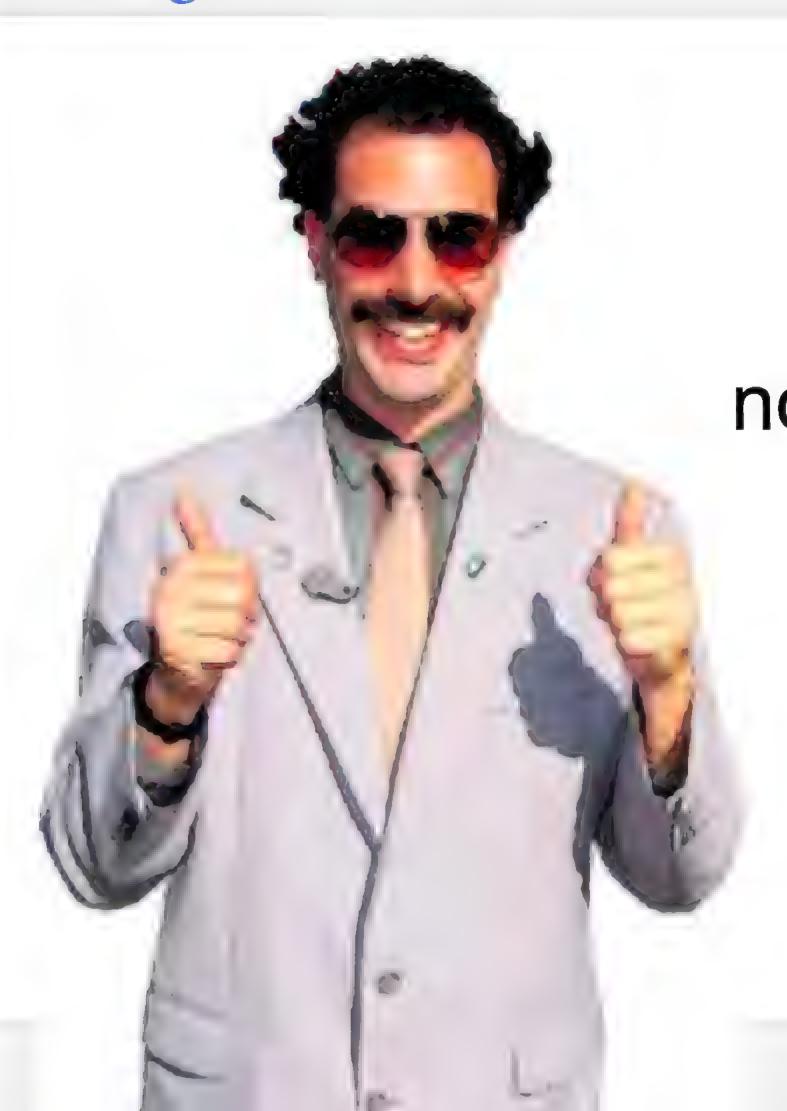
...and we have fortunate incentives.





Unlike many companies, our primary business model is **fulfilling human needs** (searches), and *getting people on with their lives*.





not stealing more of your time.

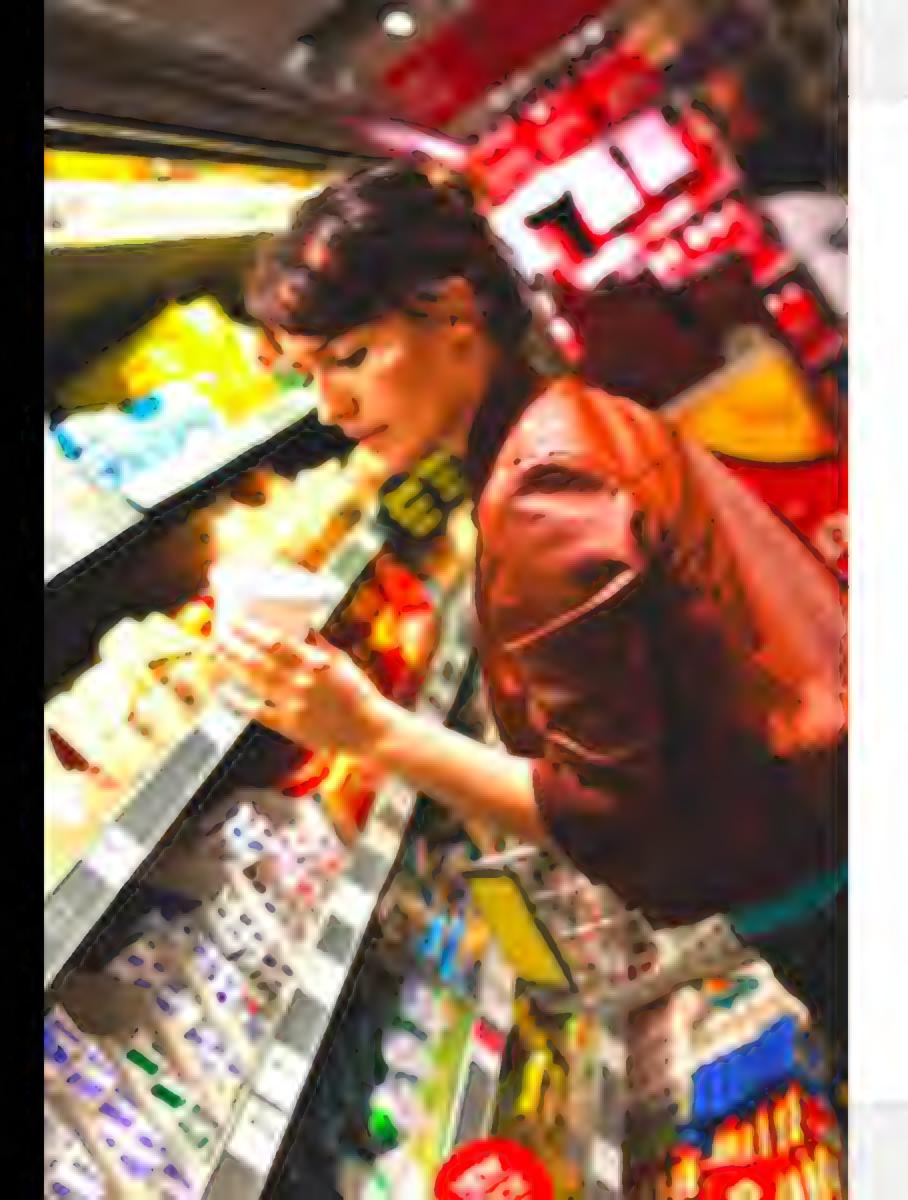












...because all we can do is buy what shows up at the supermarket



Consumers



trust



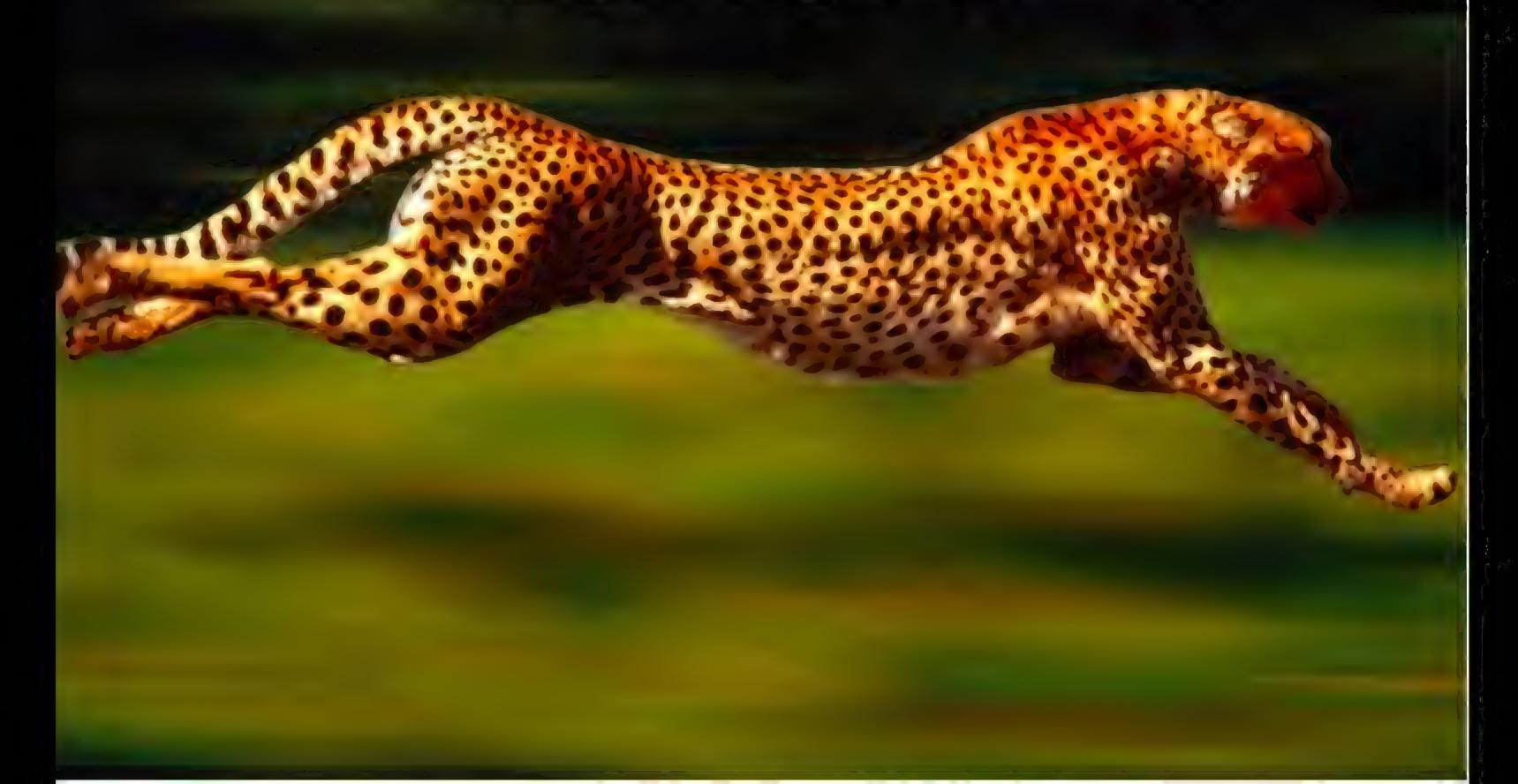


... to make conscious decisions



...since we choose the systems and defaults that shape their lives







Let's also care about minimizing distractions and interruptions.



We can design to reduce the volume and frequency of interruptions.



We can design to be **respectful** about when to notify users—let it wait, unless it's important



We can design to **keep users focused**, by putting temptations further away when they're trying to accomplish goals.



We can batch up notifications & messages into digests by default, instead of one at a time







KENNEDY

... but just like we had a team to standardize our design aesthetic across the company ...



We could have a team to standardize our design ethics and define best practices to minimize distraction.

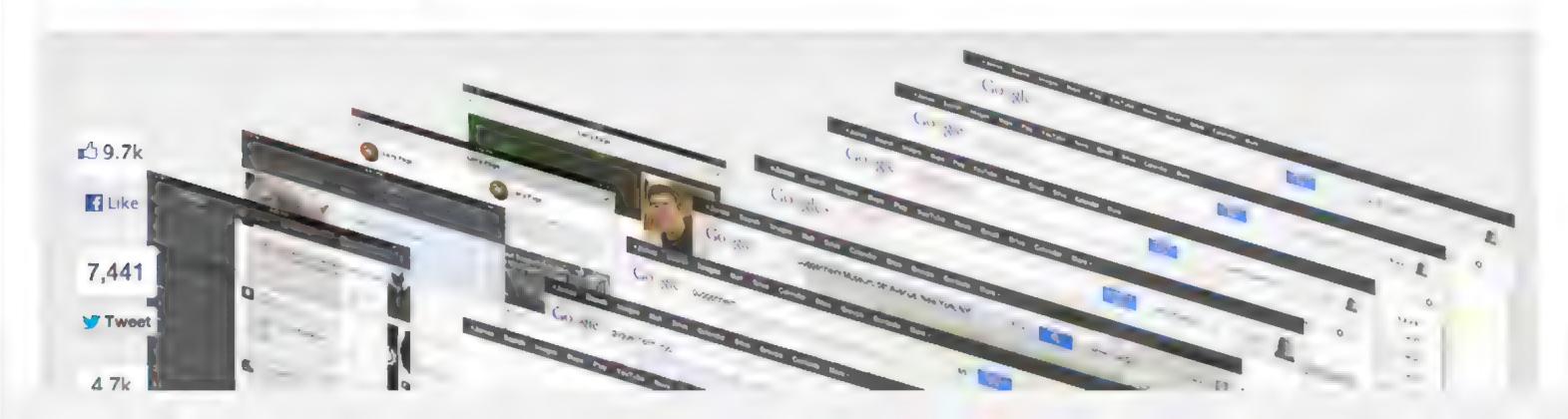




Google's New Team Tackles Distraction and Consumer Well-Being

A new group is making sure Google's products aren't just great, but actually make people happy.

By Verge Staff on Impary 24, 2013 12 06 pm





But we can't wait any longer to figure it out.



Join the Community: Attention-Respectful Googlers

(...now 1500+ Googlers and growing!)



or visit: go/attention-respectful



Send in the most distracting aspects of products in your life.

(screenshots or descriptions are fine)



How would you change them?



How could we do more to respect the user's attention?



And share this presentation with your co-workers... start a conversation!

go/distraction



Appendix & Links

There's of great thinkers and experts who would be eager to help us work through these tough questions (from many different ages, backgrounds, genders)...

- BJ Fogg
- Linda Stone
- Kelly McGonigal
- Kathy Sierra
- Dan Ariely
- Daniel Kahneman
- Sherry Turkle
- Gloria Mark
- Neema Moraveji, Stanford Calming Tech lab
- Wisdom 2.0 conference

Many even at Google!

- Hal Varian, Chief Economist @ Google
- John Boyd, author of "The Time Paradox"
- Joe Kraus ("<u>Culture of Distraction</u>", partner at Google Ventures)
- Google Ideas

There are some great books, articles, etc on the subjects of Willpower, Ego Depletion, Habit formation, Addiction, Pleasure, Psychophysics, Free Will, etc:

- "The Illusion of Conscious Will" by Daniel Wegner
- "Amusing Ourselves to Death" by Neil Postman
- "Thinking Fast And Slow" by Daniel Kahneman
- "Flow" by Mihaly Csikszentmihalyi
- "The Willpower Instinct" by Kelly McGonigal
- "Compass of Pleasure" by David Linden
- "Alone Together" by Sherry Turkle
- "<u>Diagnosis: Email Apnea</u>" by Linda Stone
- "Is Twitter TOO Good?" by Kathy Sierra
- "The Time Paradox: The New Psychology of Time That Will Change your Life" by John Boyd and Philip Zimbardo